

## WARLOCK PATRON: THE PROPHESED DESTROYER

Giant beasts and ancient beings of immense power can be found within many channels of history, mythology, and religion; and those who look too deeply into the creatures of the end times might end up discovering more than they bargained for.

The Prophesied Destroyer is an entity that is destined to bring mass extinction and destruction on the material plane, and potentially to the planes beyond it. These beings can vary greatly in their attitudes to the plane they are meant to destroy; from genuine evil to indifference. Their reasons for granting their powers might be to spread destruction and build to their arrival, or to stop any outside threats from bringing the end well before it is meant to happen. There are some cases where a Destroyer grants power to a warlock unwittingly, losing an insignificant amount of power to an equally insignificant insect.

### EXPANDED SPELL LIST

The Prophesied Destroyer patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

#### PROPHESED DESTROYER EXPANDED SPELL LIST

Spell Level	Spells
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1st	Inflict Wounds, Command
2nd	Scorching Ray, Blindness/Deafness
3rd	Erupting Earth, Lightning Bolt
4th	Vitriolic Sphere, Wall of Fire
5th	Cloudkill, Immolation

### BONUS PROFICIENCIES

Starting at 1st level, You are proficient with martial weapons and medium armor.

### FORSEEN STRIKE

Starting at 1st level, the first time you make a weapon or spell attack against a hostile creature that is missing hit points, you have advantage on the attack.

### DREADFUL FATE

Starting at 6th level, whenever you bring a hostile creature to 0 hit points, you may choose to make all hostile creatures within 30 feet of that creature roll a Wisdom saving throw. Creatures that fail the save become Frightened of you for one minute. At the end of a creature's turn, it can make a Wisdom saving throw to end this effect on itself.

Once you use this feature, you cannot use it again until you finish a short or long rest.

### HASTEN THE END

Starting at 10th level, damage dealt by your spells ignore damage resistances. Additionally, your Dreadful Fate feature ignores immunity to the Frightened condition.

### VISIONS OF RUIN

Starting at 14th level, you fill the heads of enemies with visions of the utter destruction your patron is capable of. A creature you can see becomes Blinded. While a creature is Blinded this way, it is vulnerable to the first damage it takes in a round. Whenever the creature takes damage or ends its turn, it can roll a Wisdom saving throw against your spell save DC to end the Blinded condition.

When a creature that has blindsense, blindsight, tremorsense, or is otherwise immune to the Blinded condition has this feature used against it, that creature is still considered Blinded for the sake of this feature's effects; and it does not suffer from the usual effects of the Blinded condition.

Once you use this feature, you cannot use it again until you finish a short or long rest.



## ELDRITCH INVOCATIONS

### RUINOUS MAGIC

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Your spells deal double damage to structures and objects.

### SUDDEN ENDINGS

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Prerequisites: Prophesied Destroyer Patron, 10th level

Hostile creatures roll saving throws against your damaging spells with disadvantage. This disadvantage only applies if it is the first time that creature would take damage from you.

### SHARED DESTRUCTION

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Prerequisite: Prophesied Destroyer patron, 6th level

Whenever you see an ally reduce a hostile creature to 0 hit points, you can use your reaction to activate your Dreadful Fate feature. When you use Dreadful Fate in this way, the creatures become frightened of your ally instead of you.

### TALES OF THE END

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Prerequisite: Prophesied Destroyer patron, Pact of the Tome

Your Book of Shadows is filled with myths and legends relating to the end times, which you can spend up to ten minutes reciting. While reciting these stories, non-hostile creatures starting within 20 feet of you or entering your range roll a Wisdom saving throw against your spell save DC, becoming charmed on a failure. Creatures charmed in this way have disadvantage on perception and insight checks against any creature that isn't you.

### RUINER

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Prerequisite: Prophesied Destroyer patron, Pact of the Blade

Your pact weapon seeps the inherent destruction of your patron, bringing ruin to those it touches. Whenever you hit a hostile creature for the first time with a weapon attack, add one die to your damage roll.

### MERCY FOR THE SURVIVORS

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Prerequisite: Prophesied Destroyer patron, Pact of the Chain

Whenever you channel a spell through your familiar, allies caught in the spell's area of effect do not take damage from it.

### ACCEPT FATE

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Prerequisite: 3rd level

You can cast *Calm Emotions*, without expending a spell slot.

Once you cast this spell, you cannot cast it again until you finish a long rest.

### SERVANTS OF THE APOCALYPSE

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Prerequisite: 5th level

You can cast *Animate Dead*, without expending a spell slot.

Once you cast this spell, you cannot cast it again until you finish a long rest.

### SHELTER FROM THE STORM

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Prerequisite: 5th level

You can cast *Galder's Tower*, without expending a spell slot.

Once you cast this spell, you cannot cast it again until you finish a long rest.

### ONLY ICE REMAINS

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Prerequisite: 7th Level

You can cast *Ice Storm* once using a warlock spell slot.

Once you cast this spell, you cannot cast it again until you finish long rest.

### RIGHTEOUS RUBBLE

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Prerequisite: 9th level

You can cast *Destructive Wave* once using a warlock spell slot.

Once you cast this spell, you cannot cast it again until you finish a long rest,